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What is claimed is:

1 1. An access control system for an electronic entertainment
2 device, the control system comprising:

3 a processor;

4 a memory comprising instructions for execution by the processor
5 for:

6 periodically presenting a set of working queries during
7 execution of an entertainment software application;

8 accepting answers to the working queries; and

9 allowing access to the entertainment software application
10 based on the answers.

1 2. The control system of claim 1, wherein the instructions for
2 allowing access comprise instructions for allowing access to the
3 entertainment software application for a time period derived from the
4 answers.

1 3. The control system of claim 2, wherein the time period
2 increases as a number of the answers that are correct answers increases.

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1 4. The control system of claim 1, wherein the memory further
2 comprises instructions for monitoring a task list of executing applications
3 and identifying execution of the entertainment software application based
4 on the task list.

1 5. The control system of claim 1, wherein the working queries
2 are randomly selected from a working query database.

1 6. The control system of claim 1, wherein the working queries
2 include custom queries written by a local control system supervisor.

1 7. The control system of claim 1, wherein the memory further
2 comprises instructions for pausing the entertainment software application
3 before presenting the set of working queries.

1 8. An access control program product for controlling access to
2 entertainment software executed on an electronic amusement device, the
3 product comprising:

4 a storage medium;

5 an access control application stored on the storage medium,
6 the access control application comprising software instructions for:

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7 periodically presenting a set of working queries during
8 execution of an entertainment software application;

9 accepting answers to the working queries; and

10 allowing access to the entertainment software application
11 based on the answers.

1 9. The access control program product of claim 8, wherein the
2 instructions for allowing access comprise instructions for allowing access
3 to the entertainment software application for a time period derived from
4 the answers.

1 10. The access control program product of claim 9, wherein the
2 time period increases as a number of the answers that are correct
3 answers increases.

1 11. The access control program product of claim 8, wherein the
2 memory further comprises instructions for monitoring a task list of
3 executing applications and identifying execution of the entertainment
4 software application based on the task list.

1 12. The access control program product of claim 8, wherein the
2 working queries are randomly selected from a working query database.

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1 13. The access control program product of claim 8, wherein the
2 access control application further comprises software instructions for
3 identifying a current user of the electronic amusement device, and wherein
4 the software instructions for presenting comprise software instructions for
5 presenting the set of working queries based on the current user.

1 14. A method for controlling access to entertainment software
2 executed on an electronic amusement device, the method comprising:

3 periodically presenting a set of working queries during
4 execution of an entertainment software application;

5 accepting answers to the working queries; and

6 allowing access to the entertainment software application
7 based on the answers.

1 15. A method according to claim 14, further comprising the steps
2 of monitoring a task list of executing applications and identifying execution
3 of the entertainment software application based on the task list.

1 16. A method according to claim 14, further comprising the step
2 of determining a time period derived from the answers for which to allow
3 access to the entertainment software.

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1 17. A method according to claim 14, further comprising the step
2 of terminating the entertainment software application based on the
3 answers.

1 18. A method according to claim 17, wherein terminating
2 comprises terminating the entertainment software application based on a
3 predetermined number of the answers that are incorrect answers.

1 19. A method according to claim 18, further comprising the step
2 of identifying a current user of the electronic amusement device, and
3 wherein presenting comprises presenting the set of working queries based
4 on the current user.

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